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1 The close combat tactical trainer program
William R. Johnson, Thomas W. Mastaglio, Paul D. Peterson
December 1993 **Proceedings of the 25th conference on Winter simulation**
Full text available: pdf(813.69 KB) Additional Information: full citation, references, citings

2 Specification and design of electronic control units
J. Bortolazzi, T. Hirth, T. Raith
September 1996 **Proceedings of the conference on European design automation**
Full text available: pdf(135.86 KB) Additional Information: full citation, references, index terms

3 Getting graphics in gear: graphics and dynamics in driving simulation
Rod Deyo, John A. Briggs, Pete Doenges
June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques**, Volume 22 Issue 4
Full text available: pdf(3.63 MB) Additional Information: full citation, references, index terms

Keywords: engineering simulation, parallel algorithms, real-time dynamics, real-time graphics, vehicle simulation, visual systems

4 The space shuttle primary computer system
Alfred Spector, David Gifford
September 1984 **Communications of the ACM**, Volume 27 Issue 9
Full text available: pdf(5.34 MB) Additional Information: full citation, references, citings, index terms

Keywords: PASS, avionics system, space shuttle

5 Platforms: TOSSIM: accurate and scalable simulation of entire tinyOS applications

Philip Levis, Nelson Lee, Matt Welsh, David Culler
November 2003 **Proceedings of the first international conference on Embedded networked sensor systems**
Full text available: pdf(429.79 KB) Additional Information: full citation, abstract, references, index terms

Accurate and scalable simulation has historically been a key enabling factor for systems research. We present TOSSIM, a simulator for TinyOS wireless sensor networks. By exploiting the sensor network domain and TinyOS's design, TOSSIM can capture network behavior at a high fidelity while scaling to thousands of nodes. By using a probabilistic bit error model for the network, TOSSIM remains simple and efficient, but expressive enough to capture a wide range of network interactions. Using TOSSIM, ...

Keywords: TOSSIM, sensor networks, tinyOS

6 Interactive simulation of fire in virtual building environments
Richard Bukowski, Carlo Séquin
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(287.97 KB) Additional Information: full citation, references, citings, index terms

Keywords: information visualization, interactive techniques, scientific visualization, simulation, virtual reality, virtual/interactive environments

7 The distributed mission training integrated threat environment system architecture and design
Martin R. Stytz, Sheila B. Banks
January 2001 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 11 Issue 1
Full text available: pdf(151.20 KB) Additional Information: full citation, abstract, references, index terms

We describe the architecture, design, components, and functionality of the Distributed Mission Training Integrated Threat Environment (DMTITE) software. The DMTITE architecture and design support the development and run-time operation of computer-generated actors (CGAs) in distributed simulations. The architecture and design employ object-oriented techniques, component software, object frameworks, containerization, and rapid prototyping technologies. The DMTITE architecture and design consi ...

Keywords: advanced distributed simulation, components, computer-generated actors, computer-generated forces, distributed mission training, distributed simulation, distributed virtual environments, frameworks, open architecture, synthetic environments, system architectures, virtual environments, wargames

8 Digital Simulation of an Aerospace Vehicle
J. R. Mitchell, J. W. Moore, H. H. Trauboth
January 1967 **Proceedings of the 1967 22nd national conference**
Full text available: pdf(482.10 KB) Additional Information: full citation, abstract, references, citings, index terms

The rapid development of computer technology and the creation of new engineering oriented languages have established that general purpose digital computers are increasingly suitable for simulation of the dynamics of large physical systems. In the Aerospace Vehicle Simulation (AVS) Program, an effort has been undertaken at Marshall Space Flight Center

(MSFC), Huntsville, Alabama, to simulate continuous and discrete dynamics of an aerospace vehicle and its ground support equipment (GSE) on a ...

9 A component-based approach to modeling and simulating mixed-signal and hybrid systems

Jie Liu, Edward A. Lee

October 2002 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 12 Issue 4

Full text available: pdf(1.07 MB) Additional Information: full citation, abstract, references, index terms

Systems with both continuous and discrete behaviors can be modeled using a mixed-signal style or a hybrid systems style. This article presents a component-based modeling and simulation framework that supports both modeling styles. The component framework, based on an actor metamodel, takes a hierarchical approach to manage heterogeneity in modeling complex systems. We describe how ordinary differential equations, discrete event systems, and finite-state machines can be built under this metamodel ...

Keywords: Component-based modeling, Ptolemy II, actors-oriented design, hierarchical heterogeneity, hybrid systems, mixed-signal systems, simulation

10 Automotive databus simulation using VHDL

Karen Hale

September 1994 **Proceedings of the conference on European design automation**

Full text available: pdf(629.02 KB) Additional Information: full citation, references, index terms

11 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

12 Illustrative risks to the public in the use of computer systems and related technology

Peter G. Neumann

January 1996 **ACM SIGSOFT Software Engineering Notes**, Volume 21 Issue 1

Full text available: pdf(2.54 MB) Additional Information: full citation

13 A transaction-based unified simulation/emulation architecture for functional verification

Murali Kudlugi, Soha Hassoun, Charles Selvidge, Duaine Pryor

June 2001 **Proceedings of the 38th conference on Design automation**

Full text available: pdf(201.24 KB) Additional Information: full citation, abstract, references, citings, index terms

A transaction-based layered architecture providing for 100% portability of a C-based testbench between simulation and emulation is proposed. Transaction-based communication

results in performance which is commensurate with emulation without a hardware target. Testbench portability eliminates duplicated effort when combining system level simulation and emulation. An implementation based on the IKOS VStation emulator validates these architectural claims on real designs.

14 On the suitability of dead reckoning schemes for games

Lothar Pantel, Lars C. Wolf

April 2002 **Proceedings of the 1st workshop on Network and system support for games**

Full text available: pdf(175.80 KB) Additional Information: full citation, abstract, references, citings, index terms

A major problem of network-based multiplayer games (and other distributed virtual environments) is caused by the network transmission delay. This delay leads to inconsistency and other problems. Dead reckoning is often used to reduce the effects of network induced delays and losses by applying prediction means. The quality of the prediction and, hence, the consistency of the distributed game, depends on the difference between the real and the predicted position of some objects. In this paper we ...

Keywords: networked computer games, prediction schemes

15 Components and connectors are the assembly language of architectural description: compositions deserve first-class status (and better abstraction mechanisms)

Larry Howard

October 1996 **Joint proceedings of the second international software architecture workshop (ISAW-2) and international workshop on multiple perspectives in software development (Viewpoints '96) on SIGSOFT '96 workshops**

Full text available: pdf(414.07 KB) Additional Information: full citation, citings, index terms

16 Tutorial on parallel processing for design automation applications (tutorial session)

J. M. Hancock, S. DasGupta

July 1986 **Proceedings of the 23rd ACM/IEEE conference on Design automation**

Full text available: pdf(927.30 KB) Additional Information: full citation, abstract, references, index terms

This tutorial is designed as an introduction to the field of parallel processing and to its impact on the field of design automation (DA). It starts by reviewing the history of parallel processing. Examples of current hardware are discussed, focusing on the trade offs between custom hardware and general purpose hardware. Interconnection of processors and memory is discussed to demonstrate the range of architectural options available. Then, two key DA algorithms, implemented on parallel mach ...

17 A performance analysis model for distributed simulations

David B. Cavitt, C. Michael Overstreet, Kurt J. Maly

November 1996 **Proceedings of the 28th conference on Winter simulation**

Full text available: pdf(840.17 KB) Additional Information: full citation, references, citings

18 Platforms: DFuse: a framework for distributed data fusion

Rajnish Kumar, Matthew Wolenetz, Bikash Agarwalla, JunSuk Shin, Phillip Hutto, Arnab Paul, Umakishore Ramachandran

November 2003 **Proceedings of the first international conference on Embedded networked sensor systems**

Full text available: Additional Information:

pdf(541.24 KB) full citation, abstract, references, index terms

Simple in-network data aggregation (or fusion) techniques for sensor networks have been the focus of several recent research efforts, but they are insufficient to support advanced fusion applications. We extend these techniques to future sensor networks and ask two related questions: (a) what is the appropriate set of data fusion techniques, and (b) how do we dynamically assign aggregation roles to the nodes of a sensor network. We have developed an architectural framework, *DFuse*, for ans ...

Keywords: data fusion, energy awareness, in-network aggregation, middleware, platform, role assignment, sensor network

19 pSNOW: a tool to evaluate architectural issues for NOW environments

Mangesh Kasbekar, Shailabh Nagar, Anand Sivasubramaniam

July 1997 **Proceedings of the 11th international conference on Supercomputing**

Full text available: pdf(1.47 MB) Additional Information: full citation, references, citings, index terms

20 Network interactions: Simulating realistic network worm traffic for worm warning system design and testing

Michael Liljenstam, David M. Nicol, Vincent H. Berk, Robert S. Gray

October 2003 **Proceedings of the 2003 ACM workshop on Rapid Malcode**

Full text available: pdf(308.41 KB) Additional Information: full citation, abstract, references, index terms

Reproducing the effects of large-scale worm attacks in a laboratory setup in a realistic and reproducible manner is an important issue for the development of worm detection and defense systems. In this paper, we describe a worm simulation model we are developing to accurately model the large-scale spread dynamics of a worm and many aspects of its detailed effects on the network. We can model slow or fast worms with realistic scan rates on realistic IP address spaces and selectively model local d ...

Keywords: code red, network modeling and simulation, network security, slammer, worm detection systems, worms

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21 The TickerTAIP parallel RAID architecture

Pei Cao, Swee Boon Lin, Shivakumar Venkataraman, John Wilkes

August 1994 **ACM Transactions on Computer Systems (TOCS)**, Volume 12 Issue 3

Full text available: pdf(2.04 MB) Additional Information: full citation, abstract, references, citings, index terms

Traditional disk arrays have a centralized architecture, with a single controller through which all requests flow. Such a controller is a single point of failure, and its performance limits the maximum number of disks to which the array can scale. We describe TickerTAIP, a parallel architecture for disk arrays that distributes the controller functions across several loosely coupled processors. The result is better scalability, fault tolerance, and flexibility.This article present ...

Keywords: RAID disk array, decentralized parity calculation, disk scheduling, distributed controller, fault tolerance, parallel controller, performance simulation

22 Business process modelling and analysis using discrete-event simulation

Vlatka Hlupic, Stewart Robinson

December 1998 **Proceedings of the 30th conference on Winter simulation**

Full text available: pdf(83.66 KB) Additional Information: full citation, references, citings, index terms

23 The winter simulation conference: perspectives of the founding fathers

Michel Araten, Harold G. Hixson, Austin C. Hoggatt, Philip J. Kiviat, Michael F. Morris, Arnold Ockene, Julian Reitman, Joseph M. Sussman, James R. Wilson

December 1992 **Proceedings of the 24th conference on Winter simulation**

Full text available: pdf(2.83 MB) Additional Information: full citation, references, citings, index terms

24 Pixel-planes 5: a heterogeneous multiprocessor graphics system using processor-enhanced memories

Henry Fuchs, John Poulton, John Eyles, Trey Greer, Jack Goldfeather, David Ellsworth, Steve Molnar, Greg Turk, Brice Tebbs, Laura Israel

July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual**

conference on Computer graphics and interactive techniques, Volume 23 Issue 3
Full text available: pdf(2.01 MB) Additional Information: full citation, references, citings, index terms

25 Personal distributed computing: the Alto and Ethernet hardware
Chuck Thacker
January 1986 **Proceedings of the ACM Conference on The history of personal workstations**
Full text available: pdf(1.69 MB) Additional Information: full citation, abstract, references, citings, index terms

Between 1972 and 1980, the first distributed personal computing system was built at the Xerox Palo Alto Research Center. The system was composed of a number of Alto workstations connected by an Ethernet local network. It also included servers that provided centralized facilities. This paper describes the development of the hardware that was the basis of the system.

26 An open simulation architecture for Force XXI
John A. Hamilton, Udo W. Pooch
December 1995 **Proceedings of the 27th conference on Winter simulation**
Full text available: pdf(904.81 KB) Additional Information: full citation, references, index terms

27 Pilots of the future: human or computer?
Alan B. Chambers, David C. Nagel
November 1985 **Communications of the ACM**, Volume 28 Issue 11
Full text available: pdf(3.30 MB) Additional Information: full citation, abstract, references, citings, index terms

As more and more automation is incorporated in aircraft, the essential question becomes one of autonomy: Should the automated system serve as the human pilot's assistant, or vice versa?

28 Human-Computer Interaction in the Control of Dynamic Systems
William B. Rouse
January 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 1
Full text available: pdf(2.77 MB) Additional Information: full citation, references, citings

29 CryptoManiac: a fast flexible architecture for secure communication
Lisa Wu, Chris Weaver, Todd Austin
May 2001 **ACM SIGARCH Computer Architecture News , Proceedings of the 28th annual international symposium on Computer architecture**, Volume 29 Issue 2
Full text available: pdf(836.04 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

The growth of the Internet as a vehicle for secure communication and electronic commerce has brought cryptographic processing performance to the forefront of high throughput system design. This trend will be further underscored with the widespread adoption of secure protocols such as secure IP (IPSEC) and virtual private networks (VPNs).

In this paper, we introduce the CryptoManiac processor, a fast and flexible co-processor for cryptographic workloads. Our design is extreme ...

30 Computing curricula 2001
September 2001 **Journal on Educational Resources in Computing (JERIC)**
Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

31 Military applications: Simulation in support of military operations, tactics, and planning: ODIN: an underwater warfare simulation environment
Terence Robinson
December 2001 **Proceedings of the 33nd conference on Winter simulation**
Full text available: pdf(769.61 KB) Additional Information: full citation, abstract, references, index terms

This paper describes the capability, design and application of the generic underwater warfare simulation environment ODIN. The model was developed by QinetiQ, previously DERA (Defence Evaluation and Research Agency), to model the detailed underwater interaction between surface ship/submarine/UUV (Unmanned Underwater Vehicle) platforms, torpedoes and countermeasures. It was originally developed out of a need to model the effectiveness of advanced countermeasure concepts and uses innovative techni ...

32 Digital control simulation system
H. Rex Hartson
January 1969 **Proceedings of the 6th annual conference on Design Automation**
Full text available: pdf(1.83 MB) Additional Information: full citation, abstract, references, citings, index terms

Today there is widespread application of digital control circuitry in a wide range of products. This paper describes a simulation system in which the designer of these control circuits can interact with his design ideas before they are implemented in hardware. The Digitial Control Simulation System (DCSS) is a digital design description language with a set of programs to generate and execute a simulation program. The main use of this system (with an appropriate hardware interface ...

33 Designing Leisure Applications for the Mundane Car-Commute
Karl-Petter Dkesson, Andreas Nilsson
January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 3
Full text available: pdf(229.75 KB) Additional Information: full citation, abstract, index terms

Commuting by car from home to work can be very time consuming. We have conducted a study to explore what people are doing, and want to do, while commuting. People use their time in the car on a wide variety of activities with great innovation. There was no unanimous activity that everyone wanted, rather a wide variety of activities were requested. Three different categories of activity were identified which we refer to as mundane, vocational and traffic related. To demonstrate a possible IT serv ...

34 Transport protocols: A comparison of mechanisms for improving mobile IP handoff latency for end-to-end TCP
Robert Hsieh, Aruna Seneviratne
September 2003 **Proceedings of the 9th annual international conference on Mobile computing and networking**
Full text available: pdf(815.11 KB) Additional Information: full citation, abstract, references, index terms

Handoff latency results in packet losses and severe End-to-End TCP performance degradation as TCP, perceiving these losses as congestion, causes source throttling or

retransmission. In order to mitigate these effects, various Mobile IP(v6) extensions have been designed to augment the base Mobile IP with hierarchical registration management, address pre-fetching and local retransmission mechanisms. While these methods have reduced the impact of losses on TCP goodput and improved handoff latency, ...

35 Chimera: hypermedia for heterogeneous software development enviroments

Kenneth M. Anderson, Richard N. Taylor, E. James Whitehead

July 2000 **ACM Transactions on Information Systems (TOIS)**, Volume 18 Issue 3

Full text available: pdf(864.32 KB) Additional Information: full citation, abstract, references, citings, index terms

Emerging software development environments are characterized by heterogeneity: they are composed of diverse object stores, user interfaces, and tools. This paper presents an approach for providing hypermedia services in this heterogeneous setting. Central notions of the approach include the following: anchors are established with respect to interactive views of objects, rather than the objects themselves; composable, n-ary links can be established between a ...

Keywords: heterogeneous hypermedia, hypermedia system architectures, link servers, open hypermedia systems, software development environments

36 Software engineering for real-time: a roadmap

Hermann Kopetz

May 2000 **Proceedings of the conference on The future of Software engineering**

Full text available: pdf(1.03 MB) Additional Information: full citation, references, citings, index terms

Keywords: composability, distributed systems, real-time systems, system architecture, validation

37 A collection of software tools for analyzing designs of concurrent software systems

Allan M. Stavely, David C. Becker, Susan P. Orr, Gregory B. Titus

August 1985 **Proceedings of the 8th international conference on Software engineering**

Full text available: pdf(987.92 KB) Additional Information: full citation, abstract, references, citings, index terms

We present results from a research project to investigate the feasibility of software tools for analyzing designs of software systems. Such analysis would help the software developer to assess the acceptability of designs before the development of the software moves from the design phase into the implementation phase. If this could be done, futile implementation efforts based on faulty designs could be avoided. We have constructed a language for expressing designs of sequential a ...

38 Micro-option: a method for optimal selection and atomic reservation of distributed resources in a free market environment

Roman Ginis, K. Mani Chandy

October 2000 **Proceedings of the 2nd ACM conference on Electronic commerce**

Full text available: pdf(371.59 KB) Additional Information: full citation, references, index terms

Keywords: automatic resource management, distributed transactions, electronic commerce transactions, financial derivatives

39 Real-time data acquisition at mission control

John Muratore, Troy Heindel, Terri Murphy, Arthur Rasmussen, Robert McFarland
December 1990 **Communications of the ACM**, Volume 33 Issue 12

Full text available: pdf(6.84 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Perhaps one of the most powerful symbols of the United States' technological prowess is the Mission Control Center (MCC) at the Lyndon B. Johnson Space Center in Houston. The rooms at Mission Control have been witness to major milestones in the history of American technology such as the first lunar landing, the rescue of Skylab, and the first launch of the Space Shuttle. When Mission Control was first activated in the early 1960s it was truly a technological marvel. This facility, however, ...

40 System-level power optimization: techniques and tools

Luca Benini, Giovanni de Micheli
April 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 5 Issue 2

Full text available: pdf(385.22 KB) Additional Information: full citation, abstract, references, citings, index terms

This tutorial surveys design methods for energy-efficient system-level design. We consider electronic sytems consisting of a hardware platform and software layers. We consider the three major constituents of hardware that consume energy, namely computation, communication, and storage units, and we review methods of reducing their energy consumption. We also study models for analyzing the energy cost of software, and methods for energy-efficient software design and compilation. This survery ...

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41 Toward the domestication of microelectronics

Joel S. Birnbaum

November 1985 **Communications of the ACM**, Volume 28 Issue 11

Full text available: pdf(1.23 MB) Additional Information: full citation, abstract, citings, index terms, review

The great challenge for computer science in this decade is to make computers usable by everyone. Computers, long viewed as a dehumanizing force, will become the most powerful means of personal creative expression and communication ever known.

42 ACM forum

Robert L. Ashenhurst

August 1988 **Communications of the ACM**, Volume 31 Issue 9

Full text available: pdf(1.67 MB) Additional Information: full citation, references, index terms

43 The TickerTAIP parallel RAID architecture

Pei Cao, Swee Boon Lim, Shivakumar Venkataraman, John Wilkes

May 1993 **ACM SIGARCH Computer Architecture News , Proceedings of the 20th annual international symposium on Computer architecture**, Volume 21 Issue 2

Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings, index terms

Traditional disk arrays have a centralized architecture, with a single controller through which all requests flow. Such a controller is a single point of failure, and its performance limits the maximum size that the array can grow to. We describe here TickerTAIP, a parallel architecture for disk arrays that distributed the controller functions across several loosely-coupled processors. The result is better scalability, fault tolerance, and flexibility. This paper presents the Tic ...

44 A composable framework for secure multi-modal access to internet services from Post-PC devices

Steven J. Ross, Jason L. Hill, Michael Y. Chen, Anthony D. Joseph, David E. Culler, Eric A. Brewer

October 2002 **Mobile Networks and Applications**, Volume 7 Issue 5

Full text available: pdf(340.33 KB) Additional Information: full citation, abstract, references, index terms

The Post-PC revolution is bringing information access to a wide range of devices beyond the

desktop, such as public kiosks, and mobile devices like cellular telephones, PDAs, and voice based vehicle telematics. However, existing deployed Internet services are geared toward the secure rich interface of private desktop computers. We propose the use of an infrastructure-based secure proxy architecture to bridge the gap between the capabilities of Post-PC devices and the requirements of Internet ser ...

Keywords: internet, middleware, post-PC, security, transcoding

45 Simulation of mission timelines for the Spacelab program

J. Steven Roberts, Michael A. Fague, Claude D. Pegden

December 1978 **Proceedings of the 10th conference on Winter simulation - Volume 2**

Full text available: pdf(835.60 KB) Additional Information: full citation, abstract, references, index terms

This paper traces the development of the Special Purpose Simulation Language (SPSL) for timeline analysis. The SPSL language includes several important features which substantially reduce the modeling effort for timeline analysis compared to general purpose languages such as GPSS.

46 Computer system reliability and nuclear war

Alan Borning

February 1987 **Communications of the ACM**, Volume 30 Issue 2

Full text available: pdf(2.50 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Given the devastating consequences of nuclear war, it is appropriate to look at current and planned uses of computers in nuclear weapons command and control systems, and to examine whether these systems can fulfill their intended roles.

47 An experimental coprocessor for implementing persistent objects on an IBM 4381

C. J. Georgiou, S. L. Palmer, P. L. Rosenfeld

October 1987 **Proceedings of the second international conference on Architectual support for programming languages and operating systems**, Volume 15 , 22 , 21 Issue 5 , 10 , 4

Full text available: pdf(504.51 KB) Additional Information: full citation, index terms

48 An environment for real-time urban simulation

William Jepson, Robin Liggett, Scott Friedman

April 1995 **Proceedings of the 1995 symposium on Interactive 3D graphics**

Full text available: pdf(2.60 MB) Additional Information: full citation, abstract, citings, index terms

Drawing from technologies developed for military flight simulation and virtual reality, a system for efficiently modeling and simulating urban environments has been implemented at UCLA. This system combines relatively simple 3-dimensional models (from a traditional CAD standpoint) with aerial photographs and street level video to create a realistic (down to plants, street signs and the graffiti on the walls) model of an urban neighborhood which can then be used for interactive fly and walk- ...

49 Introduction & overview of "artificial life"—evolving intelligent agents for modeling & simulation

A. Martin Wildberger

November 1996 **Proceedings of the 28th conference on Winter simulation**

Full text available: pdf(987.66 KB) Additional Information: full citation, references

50 Cooking with Linux: diners, start your processors
Marcel Gagné
November 2003 **Linux Journal**, Volume 2003 Issue 115
Full text available: html(16.06 KB) Additional Information: full citation

51 Simulation of effects of uncertainty in large linear models
Anthony V. Sebald, Clark W. Bullard
December 1976 **Proceedings of the 76 Bicentennial conference on Winter simulation**
Full text available: pdf(815.46 KB) Additional Information: full citation, abstract, references, index terms

Leontief Input Output (I-O) models contain large numbers of parameters which must be estimated. These models are widely used in energy and economic analyses without mention of the fact that relatively large estimation errors can cause large errors in model outputs. This paper discusses a simulation performed on a 90 sector I-O energy model in an attempt to statistically quantify the effects of these estimation errors on the entire Leontief inverse (I-A)-1, the vector of ...

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